

Interference Search

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	28	(heap and lock).clm:	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 10:20

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	89	garbage near collect\$5 same heaps	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 08:00
S2	8	(("5,680,582") or ("6,412,053") or ("6,453,403") or ("6,175,900")). PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/03/19 18:04
S3	2	(compact\$5 coalesc\$5) same lock\$3 same heaps	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/24 13:03
S4	11	(compact\$5 coalesc\$5) same heaps and lock	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/24 13:03
S5	5	garbage near collect\$5 same heaps same lock	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/24 15:21
S6	8	(("5,680,582") or ("6,412,053") or ("6,453,403") or ("6,175,900")). PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 08:01
S7	1	S6 and lock	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 08:01
S8	1	S6 and (lock freeze)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 08:01

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1 A comparative study of parallel and sequential priority queue algorithms 
Robert Rönnqvist, Rassul Ayani
April 1997 ACM Transactions on Modeling and Computer Simulation (TOMACS), Volume 7 Issue 2
Publisher: ACM Press
 Full text available:  pdf(640.10 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Priority queues are used in many applications including real-time systems, operating systems, and simulations. Their implementation may have a profound effect on the performance of such applications. In this article, we study the performance of well-known sequential priority queue implementations and the recently proposed parallel access priority queues. To accurately assess the performance of a priority queue, the performance measurement methodology must be appropriate. We use the Classic ...

Keywords: parallel access priority queue, pending event set implementations, priority queue

2 Scalable concurrent priority queue algorithms 
Nir Shavit, Asaph Zemach
May 1999 Proceedings of the eighteenth annual ACM symposium on Principles of distributed computing
Publisher: ACM Press
 Full text available:  pdf(1.35 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

3 Scalable lock-free dynamic memory allocation 
Maged M. Michael
June 2004 ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2004 conference on Programming language design and implementation PLDI '04, Volume 39 Issue 6
Publisher: ACM Press
 Full text available:  pdf(213.94 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Dynamic memory allocators (malloc/free) rely on mutual exclusion locks for protecting the consistency of their shared data structures under multithreading. The use of locking has many disadvantages with respect to performance, availability, robustness, and



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1 Parallel generational garbage collection

Ravi Sharma, Mary Lou Soffa

November 1991 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages, and applications OOPSLA '91,**
Volume 26 Issue 11

Publisher: ACM Press

Full text available: [pdf\(1.98 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



2 Analysis of an algorithm for real time garbage collection

Philip L. Wadler

September 1976 **Communications of the ACM**, Volume 19 Issue 9

Publisher: ACM Press

Full text available: [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



A real time garbage collection system avoids suspending the operations of a list processor for the long times that garbage collection normally requires by performing garbage collection on a second processor in parallel with list processing operations, or on a single processor time-shared with them. Algorithms for recovering discarded list structures in this manner are presented and analyzed to determine sufficient conditions under which the list processor never needs to wait on the collecto ...

Keywords: Lisp, analysis of algorithms, data structures, garbage collection, list processing, multiprocessing, parallel processing, real time, storage reclamation, time-sharing

3 Garbage collection for a client-server persistent object store

Laurent Amsaleg, Michael J. Franklin, Olivier Gruber

August 1999 **ACM Transactions on Computer Systems (TOCS)**, Volume 17 Issue 3

Publisher: ACM Press

Full text available: [pdf\(267.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)



We describe an efficient server-based algorithm for garbage collecting persistent object stores in a client-server environment. The algorithm is incremental and runs concurrently with client transactions. Unlike previous algorithms, it does not hold any transactional locks on data and does not require callbacks to clients. It is fault-tolerant, but performs

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IEEE JNL IEEE Journal or Magazine

IEEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

[Select All](#) [Deselect All](#) **1. Priority queues and sorting methods for parallel simulation**

Grammatikakis, M.D.; Liesche, S.;
Software Engineering, IEEE Transactions on
Volume 26, Issue 5, May 2000 Page(s):401 - 422
Digital Object Identifier 10.1109/32.846298

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IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

[Select All](#) [Deselect All](#)**1. Lock-free garbage collection for multiprocessors**

Herlihy, M.P.; Moss, J.E.B.; [Parallel and Distributed Systems, IEEE Transactions on](#) Volume 3, Issue 3, May 1992 Page(s):304 - 311
Digital Object Identifier 10.1109/71.139204

[AbstractPlus](#) | Full Text: [PDF\(732 KB\)](#) IEEE JNL
[Rights and Permissions](#)

2. Efficient and reliable lock-free memory reclamation based on reference counting

Gidenstam, A.; Papatriantafilou, M.; Sundell, H.; Tsigas, P.; [Parallel Architectures, Algorithms and Networks, 2005. ISSPAN 2005. Proceedings of the International Symposium on](#) 7-9 Dec. 2005 Page(s):6 pp.
Digital Object Identifier 10.1109/ISPLAN.2005.42

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3. A fast analysis for thread-local garbage collection with dynamic class loading

Jones, R.; King, A.C.; [Source Code Analysis and Manipulation, 2005. Fifth IEEE International Workshop on](#) 30 Sept.-1 Oct. 2005 Page(s):129 - 138
Digital Object Identifier 10.1109/SCAM.2005.1

[AbstractPlus](#) | Full Text: [PDF\(296 KB\)](#) IEEE CNF
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4. Impact of JIT/JVM optimizations on JAVA application performance

Shiv, K.; Iyer, R.; Newburn, C.; Dahlstedt, J.; Lagergren, M.; Lindholm, O.; [Interaction Between Compilers and Computer Architectures, 2003. INTERACT Proceedings. Seventh Workshop on](#) 8 Feb. 2003 Page(s):5 - 13

[AbstractPlus](#) | Full Text: [PDF\(543 KB\)](#) IEEE CNF
[Rights and Permissions](#)

5. On mixing queries and transactions via multiversion locking

Bober, P.M.; Carey, M.J.; [Data Engineering, 1992. Proceedings. Eighth International Conference on](#) 2-3 Feb. 1992 Page(s):535 - 545
Digital Object Identifier 10.1109/ICDE.1992.213155